CEO'S TOME OF FOLKS
HOMEBREW
A guide to newly discovered races and subraces from all the corners of the multiverse.

Introduction

This is the exposition of the researches made by Cornelius Evander Obilliis - also known as "Ceo". During his long-lasting, astral and multiplanar travels he got in touch with unknown populations, tribes and cultures, risking his own life to expand the horizons of universal knwoledge. This is a compendium of his work, which has been put together after months and months of hard work, arcane studies and escapes from dangers beyond normal comprehension. The purpose of this work is to let other fellow researchers know the vast possibilities of the existence and to divulge his experiences to everyone capable, at least, of reading.

How to use this Book

It has come to my knowledge that in some universes their inhabitants like to play a so-called "role-playing game", where the players impersonate some characters as if they were actors, rolling dice to know the outcomes of their actions. As the insatiable half-elf that I am, I felt the urge to understand this outstanding game, invented by humans. After I read the rules and understood the basic mechanics, I tried to recreate the rules for the so-called "races" and "subraces" of that game, in order for the players to add another layer of customization to their characters. I hope that my book might be of some usefulness for someone.

You might find similar races and subraces in a previous work of mine, *Ceo's Races and Subraces for D&D*.

About the Autor

Cornelius Evander Obilliis (or - as he prefers - Ceo) is a not-so-famous scholar, zoologist, researcher, artist and philosopher, who has worked for various organizations until he was kicked out for his unusual research methods, which led to the failure of various projects; just to give an example, he once tried to study the arrangement of a dragon's teeth from the inside of the dragon's mouth, saying: "Don't worry, I cast *absorb elements* some minutes ago. I'm not in danger!".

Today he's involved in other various projects, which I can't legally speak of: not because I'm bound by a contract, but because there's little to no legality in what he does. In addition, he is a socially active songwriter, interested in the dynamics of interpersonal relations between elves and dwarves.

For further clarifications on the materials debated in this book, the author is open to any request. If you disagree with some of the affirmations here, please write him, you can schedule a duel to death after office hours. He might not be a great magic wielder, but he cheats. A lot. I warned you.

I

SUBRACES

Dwarf

Smiths, warriors and great drinkers, dwarves - also known as the "stout folk" - tell incredible stories and make exceptional beer. We're accostumed to various type of dwarves, *mountain dwarves*, *hill dwarves*, even the *duergars*, who live deep in the Underdark, but today I'm here to tell you about an incredible discovery I made, when I opened an interdimensional portal on the wrong (not-so-wrong, afterall) world.

Basic dwarf traits can be found in the PHB (p. 20).

Volcano Dwarf

While travelling across worlds, I once stumbled across a group of dwarves I found truly fascinating. Their hair and beards were shimmering orange and when I asked them how they managed to make them so shiny, they laughed out loud and told me to follow them. I had to enter an active volcano, where these dwarves lived with some fire genasis. That volcano was their home and they were born and raised there: their ancestors made a pact with an ancient red dragon who gave them some of its magic in return for fine-smithed jewellery and weapons. I decided to call them *Volcano Dwarves*.

Ability Score Increase. Your Intelligence score increases by 1.

Magma Shield. You have resistance against fire damage.

Volcanic Magic. You know the *produce flame* cantrip. When you reach 3rd level, you can cast the *heat metal* spell once with this trait. When you reach 5th level, you can cast the *elemental weapon* once with this trait, but you can only choose fire damage. You don't need material components for either spell.

You regain the ability to cast these spells with this trait when you finish a long rest. Intelligence is your spellcasting ability for these spells.

Elf

As far as I know, everyone despises elves (I'm an half-elf, you can understand my pain). Their aristocratic posture, their refined manners, their gaze of superiority towards other races, both annoying and unsettling. *High elves*, *wood elves*, *sea elves*, *drows*, etc... a folk of overly well-behaved individuals. However, one of my dearest friends is an elf: a tall, muscular, lovely and lively guy, who lives in a small town in the mountains with his family.

Basic elf traits can be found in the PHB (p. 21).

Mountain Elf

My friend Adran is quite different from other elves: he's not graceful nor slender, but muscular and sturdy. His arms are big enough to hug an old oak, but his hands are incapable of harming anyone. I met other elves like him, but they're not numerous: I can count them with my hands and feet, thus more than 10, but less than 20. Adran told me elves like him live far from civilization, dwelling in the mountains, where the climate is dry and cold. I decided to call them *Mountain Elves*.

Ability Score Increase. Your Strength score increases by 1.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Mountain Hermitage. You have proficiency in one of the following skills: Animal Handling, Athletics, Insight or Survival.

Tool Proficiency. You gain proficiency with the artisan's tools of your choice: Smith's tools, Brewer's supplies, or Mason's tools.

Genasi

How does it feel do be able to control and manipulate elements? I surely don't know, because I'm not a genasi. Someone calls them "accidents of birth", but I believe them to be something more than a "mere" accident. They are - somehow - a sort of offspring of planar genies, who spread their essence on the Material Plane. How incredible must it be! There are canonically and usually four elements they extend their powers on: fire, water, earth and air; nonetheless, you might be wrong.

Basic genasi traits can be found in the EEPC (p. 9).

Cosmos Genasi

When I was in a sort of prehistoric rainforest I found shelter under the big leaves of a tree, where a druid lived. I didn't clearly understand her name, but her appearance was undeniably uncommon. It appeared as if she was both an air and earth genasi, but the way she spoke and the light in her eyes where different. She told me she was part of an ancient kin of genasi, who came on the Material Plane from the Astral Plane. They're not connected to a specific element and they get their

appearance from two or more of them, but their genes are overwritten by this ancient legacy. I decided to call them *Cosmos Genasi*.

Ability Score Increase. Your Charisma score increases by 1.

Original genius. You have proficiency in one of the following skills: Arcana, History, Insight or Investigation.

Cosmic Magic. You know the *friends* cantrip. When you reach 3rd level, you can cast the *protection from good and evil* spell once with this trait. When you reach 5th level, you can cast the *shadow blade* spell once with this trait. You don't need material components for either spell.

You regain the ability to cast these spells with this trait when you finish a long rest. Charisma is your spellcasting ability for these spells.

Human

Oh, humans! So creative, so vivid, yet so frail and impermanent. Or, at least, that was what my mother, a beautiful elf, says every time she hears something about humans. They're... strange, I'd say. I don't mean to sound mean, but they're like treely trees, riverly rivers, stonely stones, if you get what I mean. They're not strong nor weak, not high nor short, not slender nor stout. My father was a human and from him I got that lustful desire of knowledge, an unstoppable motion of energy that pushes you beyond the horizon.

Basic human traits can be found in the PHB (p. 31): do not consider the *Ability Score Increase* feature.

Runeborn Human

Some years ago I opened a portal on the wrong world (again), but it wasn't very different from ours. There were elves, dwarves, orcs and all the other races we commonly know, but humans - oh, those humans! They told me that their ancestors where a special kind of elves who used to manipulate strings of magic in order to alter their abilities. Over the course of time they lost their elven features and became humans due to the uncontrollable magical energy within them. Now those humans know a little bit of magic and have some runes on their bodies they can activate at will. I decided to call them *Runeborn Humans*.

Ability Score Increase. Your Constitution score increases by 2, and another ability score of your choice increses by 1.

Darkvision. Magic power flows through your veins. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Cantrip. You know one cantrip of your choice from the sorcerer spell list. Constitution is your spellcasting ability for it.

Rune Evoker. As you grew up, magic woke up in you and it manifests itself with runes on your skin. As an action you can activate one of your runes a number of times equals to your proficiency bonus. You know two runes from the following list:

- ***Breeze.*** Your movement speed is doubled until the end of your next turn.
- ***Mind.*** You cast the *detect thoughts* spell without needing material components.
- ***River.*** You can add your Constitution modifier to your AC until the start of your next turn. If you add your Constitution modifier to your AC by other means (for example, Barbarian's Unarmored Defense), you can't activate this rune.
- ***Rock.*** Your unarmed strikes deal bludgeoning damage equal to 1d6. You can use your Constitution modifier both for the attack and the damage roll.
- ***Spark.*** For the next minute you have advantage on every ability check.

II

RACES

Dendryad

Under a heavy rain some cultists are running away from an abandoned temple, where they stole an ancient artifact, told to be the heart of the forest. Numerous druids were raised through time in order to protect it, but in the last century it's seems that these druid had left the sanctuary, hidden in the darkest and unknown part of the forest.

One may ask why are these evil cultists running away and why did they steal the artifact, a beautiful emerald flower. Their leader, known as the Fearsom Lady, gave them the order to take the flower, which is known for its magical power: in this way she could wake up an eldritch horror, known as the Forgotten One.

Unfortunately for them, the thieves didn't know that the temple was guarded by the dendryads who inhabit the forest, and thus they found themselves sorrounded by a moltitude of them. Needless to say, the cultitst never came back from that mission.

Living Plants

Dendryads are a plant-based race, who dwells in the forests among druids and pixies. Native of the Feywild, they came on the Material Plane with elves, firbolgs, satyrs and other races, but they tend to live far away from cities. Most of them live alone in the woods; some of them decided to get in touch with the inhabitants of small villages and help them.

Wooden Societies

Communities made of only Dendryads aren't common on the Material Plane. However, Florescences and Myconoids are usually the ones that make decisions, while Cortices have the role of defending and building infrastructures if needed.

Dendryad Names

Dendryad have only one name, the one of the plant they resemble, which is usually connected to an adjective that describes one characteristic of an individual. Cortices get their names from trees, Florescence from flowers and Myconoid from fungi or mushrooms.

Cortices Names: Goodpine, Greatoak, Highspruce, Largepalm, Sagebirch, Strongwillow
Florescence Names: Blacklotus, Blueiris, Feraltulip, Loverose, Sparklejasmine, Tipsydaisy
Myconoid Names: Agaricus, Botrytis, Erysiphe, Gilva, Lepista, Malassezia

Dendryad Traits

Your strong link with nature grants you incredible powers, that help you in the course of your long life.

Ability Score Increase. Your Wisdom score increases by 2.

Age. Dendryads reach adulthood at age 200 and live up to 1000 years.

Alignment. Dendryads tend to neutral alignments.

Size. Dendryads are between 5 and 7 feet tall and average about 170 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness: everything you see in darkness is in a shade of green.

Blooming Knowledge. You have proficiency in two of the following skills: Animal Handling, Insight, Nature, Perception or Survival.

Wood Magic. You know the *Druidcraft* cantrip, and you can cast the *Speak with Plants* spell at will. Wisdom is your spellcasting ability for these spells.

Languages. You can speak, read and write Common and Sylvan.

Subraces. There are three varieties of dendryads: Cortices, Florescence and Myconoid.

Cortices

Cortices is the name given to the strongest among the Dendryads. Their skin is so strong that can resist almost every impact. Dendryads communities in the Feywild make use of this creatures as soldiers to protect their territory and the environment.

Ability Score Increase. Your Strength score increases by 1.

Natural Armor. You have thick, woody skin. When you aren't wearing armor, your AC is 13 + your Constitution modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Draining Roots. As an action you can decide to put down roots in the ground under you. For the duration of the round you use this ability in, you gain a bonus to your AC equal your Wisdom modifier (minimum of +1), your movement speed becomes 0, but you gain a number of temporary hit points equal to your Constitution modifier and you can't be knocked prone or moved.

You can use this ability a number of times equal your proficiency bonus and regain all uses on a short or long rest.

Florescence

Florescences are the most beautiful Dendryads, with an aspect full of color and joy. They are known for their ability to charm creatures and their otherwordly scent. Many Florescences fulfill directorial roles in Dendryads' societies.

Ability Score Increase. Your Charisma score increases by 1.

Toxic resistence. You have advantage on saving throws against poison, and you have resistance against poison damage.

Cantrip. You know the *Friends* cantrip.

Noble Appearance. As an action, you can choose a creature within 10 feet from you to make a Wisdom saving throw (DC: 8 + your proficiency bonus + your Wisdom modifier). The creature that fails their saving throws is charmed or frightened by you (your choice) until the end of your next turn.

Once you use this feature, you can't use it again until you finish a short or long rest.

Myconoid

The first Myconoids were born due to the fact that they were outcast, distanced by their communities because perceived as infected. Nowadays, the feeling towards them has not changed much, but they aren't thrown out anymore.

Ability Score Increase. Your Constitution score increases by 1.

Superior Darkvision. Accustomed to the depths of the woods, you have superior vision in dark and dim conditions. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Cantrip. You know the *Spare the Dying* cantrip.

Harmful Spores. As an action you can create a cloud of spores in the space occupied by a creature within 30 feet of you. That creature must make a Constitution saving throw (DC: 8 + your proficiency bonus + your Wisdom modifier). If the creature fails their saving throws, it is blinded, poisoned or stunned (your choice) until the end of your next turn. A creature can't be affected by this ability more than once every 24 hours.

Once you use this ability, you must finish a long rest to use it again.

Illithid

In the most hidden part of a library in Neverwinter I found an old leather-bounded diary, whose page turned yellow over the years. I tried to read what was written, but I couldn't do it without the help of magic. When I cast the spell and started reading those page, I found myself in front of something terrible.

Today my brothers and I arrived on a strange planet. We decended on the Nautiloids from the skies with the goal of enslaving those people and extend the borders of our powerful empire.

Many of those insignificant creature started crying, asking for mercy. We killed everyone who tried to oppose us. I myself killed men and women because they were impeding us.

But while I was reading those pages, something else caught my eyes:

An image crossed my mind: a happy family, a wooden house and a fresh breeze. Moments of a past life I can't remember anymore.

Interdimensional Tyrants

Illithids, also know as Mind flayers, are psionic tyrants, slavers and interdimensional travellers, that annihilate entire races for their twisted goals. In ancient times illithids ruled empires that spanned many worlds.

Since the fall of their empire, illithids on the Material Plane started crating colonies in the Underdark.

Illithid Names

Illithid names are full of rough sounds, quite difficult for other races to pronounce. Their are so alien and aberrant that somebody believes they can only be pronounced via telepathy. Sometimes an illithid keeps the name they had before the ceromorphosis process took place.

Illithid Names: Adhrop'kuhn, Frm'nu, Goel'iro, Kpeo'wrwel, Lparfj'jtaon, Vfjae'pwtraoefye

Illithid Traits

With the psionic powers harbouring in you, you are capable of overcoming any challenge you face and command the simpler minds to follow your orders.

Ability Score Increase. Your Intelligence score increases by 2 and either your Wisdom or Charisma score increases by 1.

Age. Illithids are born when a tadpole is inserted in a brain of an humanoid creature. In a short time they undergo a transformation process that takes the name of ceromorphosis and an illithid is born. Illithids live for about 120 years.

Alignment. Illithids tend to lawful alignments, due to the fact they live in colonies, devoted to an elder brain, a giant brain-like creature that lives in the center of the colony.

Size. Illithids vary widely in height and build: it depends on what kind of humanoid the tadpole was applied. Their heght can be from 4 feet to over 6 feet tall and their weigh can go from 120 to 150 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Telepathy. You can speak telepathically to any creature within 30 feet of you. The creature understands you only if the two of you share a language.

You can speak telepathically in this way to one creature at a time.

Tentacles. The tantacles on your face can be used as a melee weapon. When you hit with them, you deal 1d8 psychic damage, and you can use your Intelligence modifier in place of your Strength modifier for attack and damage rolls.

The damage increases to 2d8 at 10th level.

Psionic Power. You know the *eldritch blast* cantrip. When you reach 3rd level, you can cast the *detect thoughts* spell once with this trait. When you reach 5th level, you can cast the *levitate* spell once with this trait. You don't need material components for either spell.

You regain the ability to cast these spells with this trait when you finish a long rest. Intelligence is your spellcasting ability for these spells.

Languages. You can speak, read, and write Common and Qualith. Qualith is a writing system similar to braille and Illithids read it with their tentacles. It's written in four line stanzas and it's pretty much unintelligible by non-Illithids if they don't use magic.

Skirite

One day a Ground Skirite visited a friend who lived in the woods: for lunch they had wheat stalks, roots, and acorns, and the Ground Skirite ate very sparingly only to be polite, while talking about her life in the city. When they went to bed the Wood Skirite dreamed she was a Ground Skirite with all the luxuries of the city, so the next day she decided to follow the Ground Skirite back to the city.

When they arrived at the Ground Skirite's house, they found a very fine banquet, but just as the Wood Skirite was about to eat a pastry, she heard a Cat mew loudly and scratch at the door, so they decided to hide.

The Wood Skirite stopped in the Ground Skirite's den only long enough to pick up her carpet bag and umbrella. "You may have luxuries that I have not," she said "but I prefer my plain food and simple life in the country with the peace and security that go with it."

Woodland Experts

Skirites are a kin of rodents, squirrels and mice, who are free and curious, capable of achieving great things. Cunning and nimble, they dwell in woods or under the surface, striving for surviving.

Skirite Names

Skirites get their names from various sources: maybe it's the name of a tree, the name of a flower, maybe it's a nickname, maybe their parents met a kind adventurer and decided to give their name to their child. The only difference between ground and wood skirites' name is that the former have more rural names, connected with the countryside on the forests, the latter decide to adopt a name from the rumbling streets of the city.

Ground Skirite Names: Bob, Jaqueline, Jug, Maverick, Sewer, Wanda

Wood Skirite Names: Apple, Cloe, Dandelion, Nut, Pine, Rosemary

Skirite Traits

You know how to live in this world, due to the numerous survival skills you have learnt.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Skirites reach adulthood at age 9 and live up to 60 years.

Alignment. Skirites, due to their need of freedom, tend to chaotic alignments.

Size. Skirites are between 3 and 4 feet tall and average about 40 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Grace of the Small. You have proficiency in the Stealth skill.

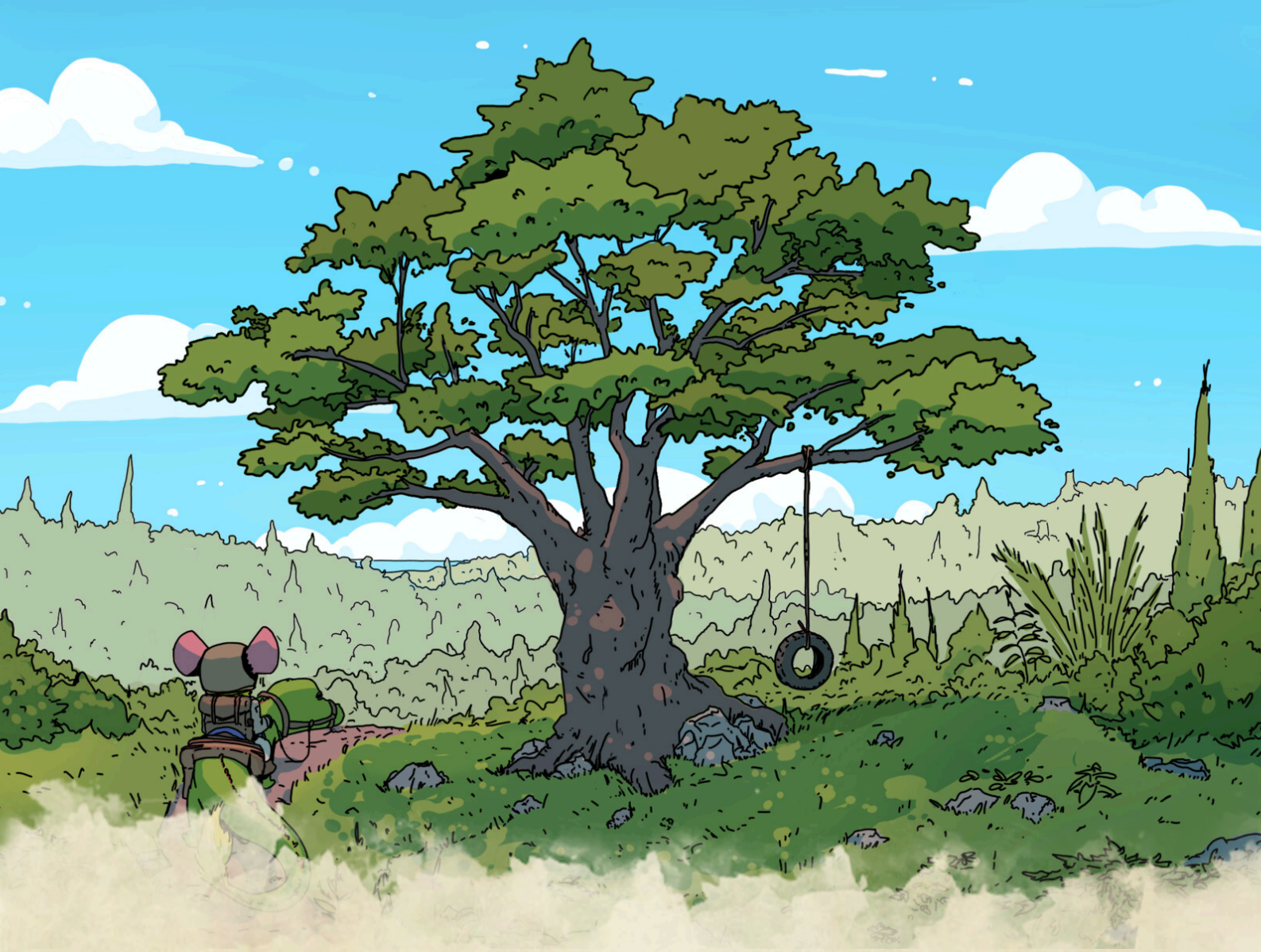
Rodent speech. You can cast the *Animal Friendship* spell at will without expending spell slots, but you can target only rodents with it.

Languages. You can speak, read, and write Common and Sylvan.

Subraces. There are two varieties of Skirites: Ground Skirite and Wood Skirite.

Ground Skirite

Ground Skirites are more similar to mice. Unlike their wood cousins they prefer to live in group and usually build settlements on hills or form communities in cities. It's easier to see a Ground Skirite in a big city, because they like to understand more about the world they live in.



Ability Score Increase. Your Intelligence score increases by 1.

Life of Sacrifice. You have advantage on saving throws against poison, and you have resistance against poison damage.

Ground Nimbleness. You have proficiency in the Investigation skill.

Extra Language. You can speak, read, and write another language of your choice.

Wood Skirite

Wood Skirites resemble squirrels in their appearance and tend to live alone in forests. They are rarely seen on the ground, because they prefer to live on the trees they build their homes on: these are not big homes, usually hole in the trunks, but sometimes they can build little houses with their creativity.

Ability Score Increase. Your Wisdom score increases by 1.

Bite. Your incisor teeth are a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Nimble Escape. You can take the Disengage or Hide action as a bonus action on each of your turns.

Wood Cunning. You have proficiency in the Perception skill and with Woodcarver's or Carpenter's tools.

Variant Wood Skirite Traits

Some Wood Skirites have a membrane under their arms, that lets them glide when falling.

Glide. When you fall at least 10 feet above the ground, you can use your reaction to extend your skin membranes to glide horizontally a number of feet equal to your walking speed, and you take 0 damage from the fall. You determine the direction of the glide.

Vargary

On a high plateau a pack of Vargarys is tracking down its prey in the harsh sun. The breeze brings the smell of blood and fear: the wounded bison is not far and he's taking his last breaths. The Vargarys rapidly move toghether, ready to strike: their fury is unattainable, their desire of freedom unstoppable. The four Vargarys block the bison at the end of a canyon. With his last energy he starts his charge trying to trample them, but this attempt is useless: no other creature can match the agility of a Vargary. It's their turn now and the bison's time is up. They strike simultaneously with their weapons, rudimentary but effective. Their motto is "To kill or be killed", but no one has ever killed a Vargary.

Human-like Canidae

Vargarys have the aspect of bipedal canidae like wolves, foxes or hyenas. Their ancestry connects them to other monstrous creature, like gnolls. Their size is the same as humans', but they are generally thinner. They have more developed senses compared to members of other races, especially their smell.

Primeval Culture

They are mostly warriors and among their tribes there's no role distinction between males and females: both can hunt and take care of their cubs. Their camps are very simple and frugal: some tribes are more developed than others, creating fortified ares with logs and stones-

Vargary Names

Vargarys have a name (which has the word "wolf" or it's the name of a mythological wolf) and a sort of surname, which is more a nickname, that shows their nature and traits: there may be a Vargary more prone to fighting and hunting, other more interested in the care of the cubs. Some may have distinctive traits, as a scar or a strange-colored fur.

Names: Aethelwulf ("Noble-wolf"), Autolykos ("Wolf-itself"), Cerberus, Cynewolf ("Wolf-kin"), Fenrir, Hati, Lupercus, Skoll, Wolfdregil ("Wolf-runner"), Wolfgang ("Wolf-step")

Nicknames: Bloodmoon, Greatscar, Keeneye, Razorteeth, Silvermoon, Silvertail, Thickfur

Vargary Traits

Your abilities are defined by your survival instincts and primordial needs. Everyone is a prey and their fear fuels your hunger.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Vargarys reach maturity after 4 years and have shorter lives than humans: most of them don't live more than 40 years.

Alignment. Vargarys are extremes, they can be chaos itself, if born and raised in the wild, or law itself, if accostumed to the life of more civilized places. They tend to chaotic or lawful alignments.

Size. Vargarys range from under 5 to over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Your canine nature makes you a strong foe even in dark places. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Claws. Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you can deal slashing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Detect Fear. Thanks to your hunting sense you can feel when your preys can't escape anymore and, thus, are overcome with fear, making use of the primordial fear in your enemies. After you activate this ability as a bonus action, for one minute you have advantage on melee attacks against creature who suffer the frightened condition within 10 feet of you.

Once you use this ability you can't use it again until you finish a long rest.

Hunter Instincts. You have advantage on Wisdom (Perception) checks that rely on smell, and you can't become lost except by magical means.

Languages. You can speak, read, and write Common and Sylvan.

Subrace. There are different kind of Vargarys: some of them are more similar to foxes (Alopys), other to wolves (Fenrys). However, some scholars believe in the existence of a third kind of Vargarys, the Hesperys: their appearance sometimes resembles panthers, sometimes hyenas, sometimes dogs. It is not clear how they look like - one of them has never been seen, however it is believed that they are the first Vargarys.

Alopys

Alopys are masters of deception and intrigue. They don't innately know how to fight for survival, so they adapted in order not to have to. They embraced magic and discovered how to hide, mimicking the aspect of the human race.

Ability Score Increase. Your Charisma score increases by 1.

Deceiving Talent. You have proficiency either in the Deception or the Performance skill.

Skillful Arcana. You know one cantrip of your choice from the sorcerer spell list. Charisma is your spellcasting ability for that cantrip.

Shapeshifting. As an action, you can change your appearance and your voice to appear as a member of the human race, but none of your game statistics change. You determine the specifics of the changes, including your coloration, hair length, and sex.

You stay in the new form until you use an action to revert to your true form or until you die.

Fenrys

Fenrys are relentless and bloodthirsty warriors, who will track their enemies down to the end of the world. Be careful not to anger one of them, otherwise be ready to face something feared by Hell itself.

Ability Score Increase. Your Strength score increases by 1.

Fierce Movement. Your base walking speed increases to 35 feet.

Ravenous Lust. Whenever you make a Charisma (Intimidation) check, you gain a bonus to the check equal to your Wisdom modifier (minimum of +1).

Wild Fighter. You have proficiency in the Athletics skill.

Hesperys

Hesperys dwell in darkness and live alone, far from civilization. They are curious and sometimes during the night they come closer to campsites or small villages to study and analyze the other races.

Ability Score Increase. Your Intelligence score increases by 1.

Meticulous Observer. Whenever you make an Intelligence (Investigation) check, you can treat a roll of 7 or lower on the d20 as an 8.

Night Lurker. You have proficiency in the Stealth skill.

Superior Darkvision. Your darkvision has a radius of 120 feet.

Credits

I have a last important duty to accomplish, to thank the amazing artists I stole- I mean, got the arts from. You're very talented and I'm grateful I could use your abilities for my work. But please, write me if you'd like me to take you artwork away from this compendium. I can assure you, I'm not making any money off of them: I just needed some beautiful images to enrich these pages.

It's important to remember that other's work is valuable, so don't take it and sell it as if it was yours. For your great abilities I'd like to thank:

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